SEGA™

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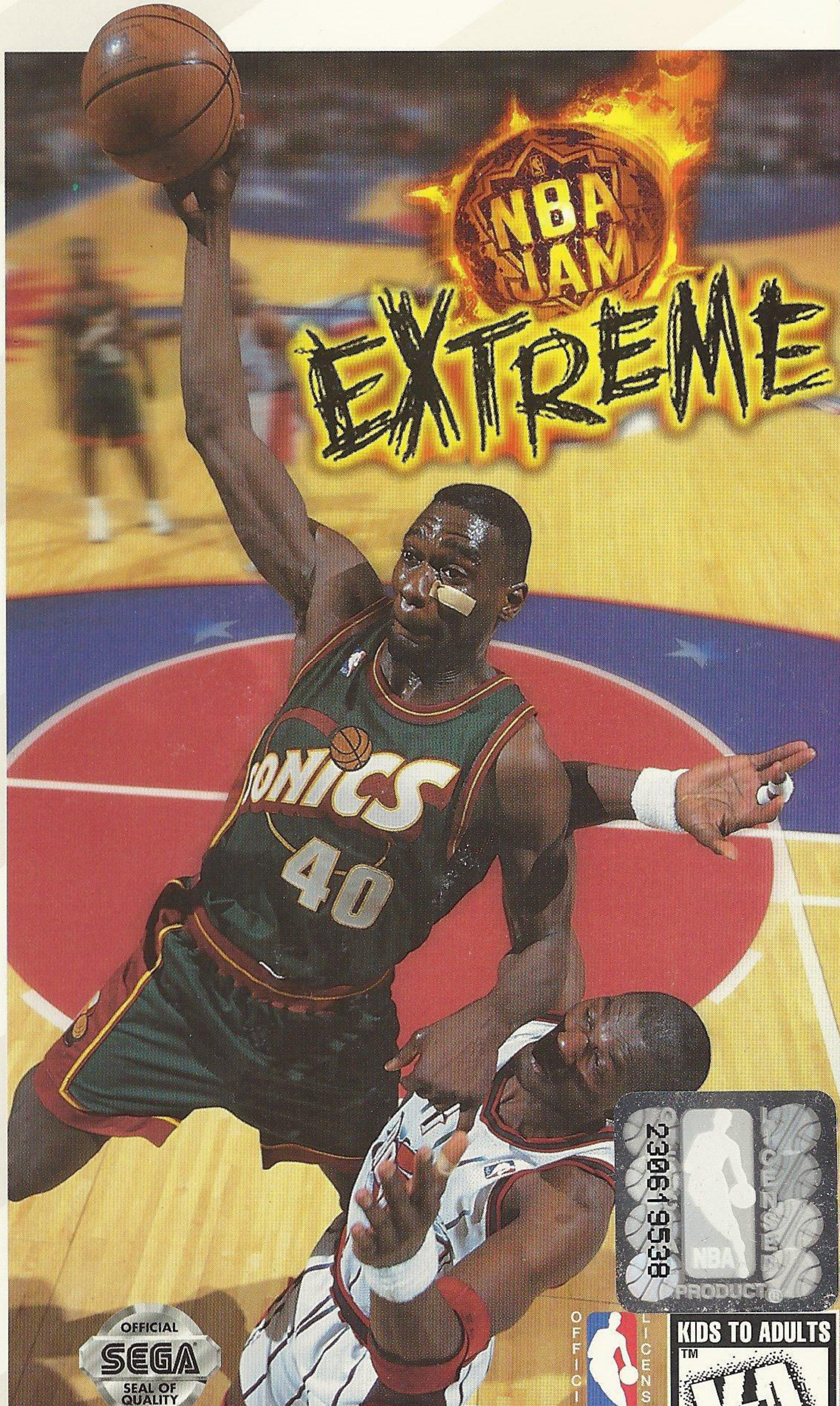
TM

SEGA SATURN™



T-8120H

OFFICIAL SEGA SEAL OF QUALITY

OFFICIAL LICENSED NBA PRODUCT

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA SATURN™ SYSTEM.

KIDS TO ADULTS

CONTENT RATED BY ESRB

This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA SATURN™ SYSTEM.

HANDLING YOUR SATURN DISC

- The Sega Saturn Disc is intended for use exclusively with the Sega Saturn™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold by the edges and keep it in it's case when not in use. Clean with a lint – free, soft dry cloth – wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

WARNING TO OWNERS OF PROJECTION TELEVISIONS: STILL PICTURES OR IMAGES MAY CAUSE PERMANENT PICTURE-TUBE DAMAGE OR MARK THE PHOSPHOR OF THE CRT. AVOID REPEATED OR EXTENDED USE OF VIDEO GAMES ON LARGE-SCREEN PROJECTION TELEVISIONS.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATE-NESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.

WARNING: READ BEFORE USING YOUR SEGA™ VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce pre-viously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symp-toms while playing a video game- dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any invol-untary movement, or convulsions- IMMEDIATELY discontinue use and consult your physician before resuming play.

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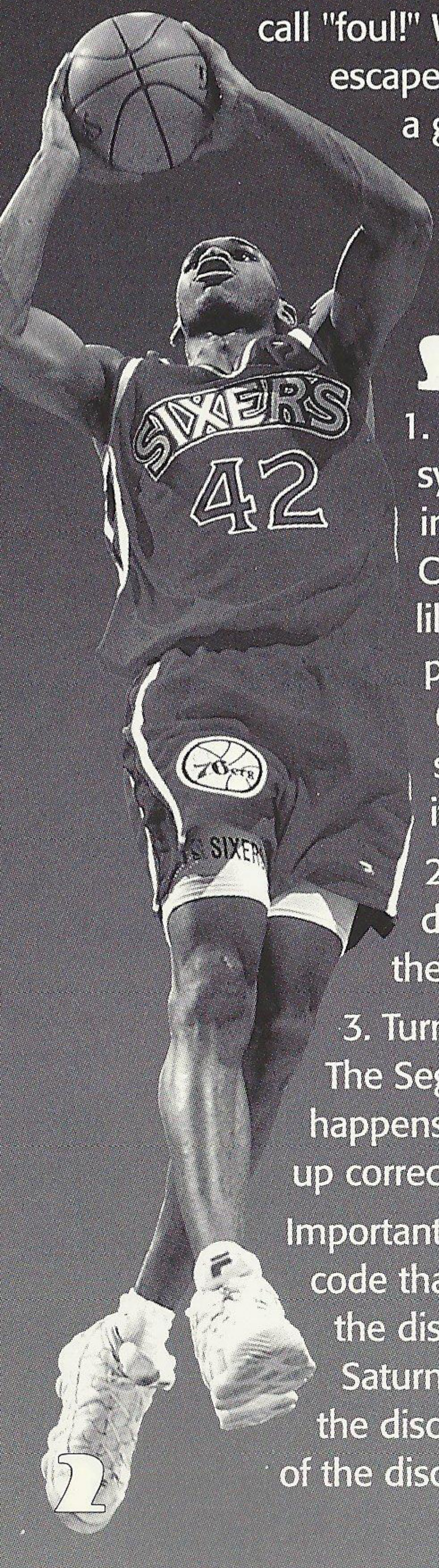
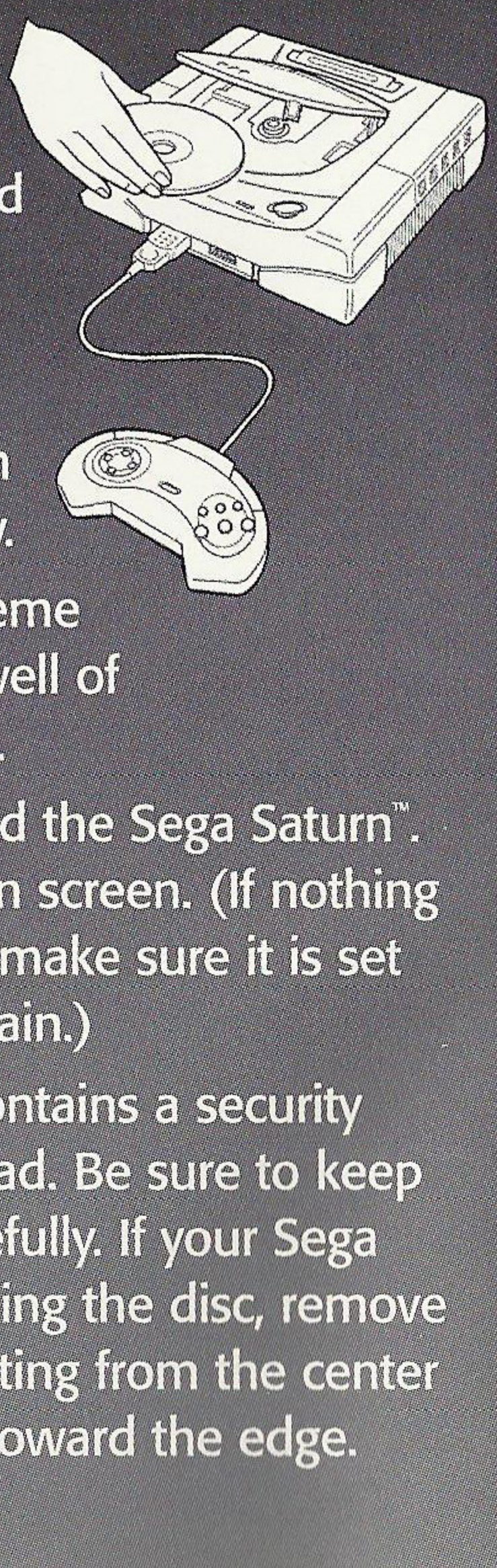
What are you really made of? Yesterday's moves and the day-before's excuses? Is 2D the way you wanna be? Or are you ready to step up to the real world of 3D power jams and decimating defensive moves? Today's game is more frantic, and takes a little more power and finesse!

It's time for real jammin'! Time for in-your-face D, and out-of-this-world dunkin'! Two-on-two is No. 1 as this exciting arcade hit comes home! This is where power makes the plays, and crybabies call "foul!" Whip into tournament play and just try to escape elimination! It takes more than guts! If you're a glory gourmet, you might go hungry before you can savor the sweet taste of victory in NBA JAM Extreme. This game will test all that you thought you knew about winning!



SET UP

1. Set up your Sega Saturn™ system as described in its instruction manual. Plug in Control Pad(s). If you would like to play a three or four player game, plug in a 6 Player Adaptor (sold separately) as described in its instruction manual now.



2. Place the NBA JAM Extreme disc, label side up, in the well of the CD tray and close the lid.

3. Turn on the TV or monitor and the Sega Saturn™. The Sega Saturn™ logo appears on screen. (If nothing happens, turn the system off and make sure it is set up correctly before turning it on again.)

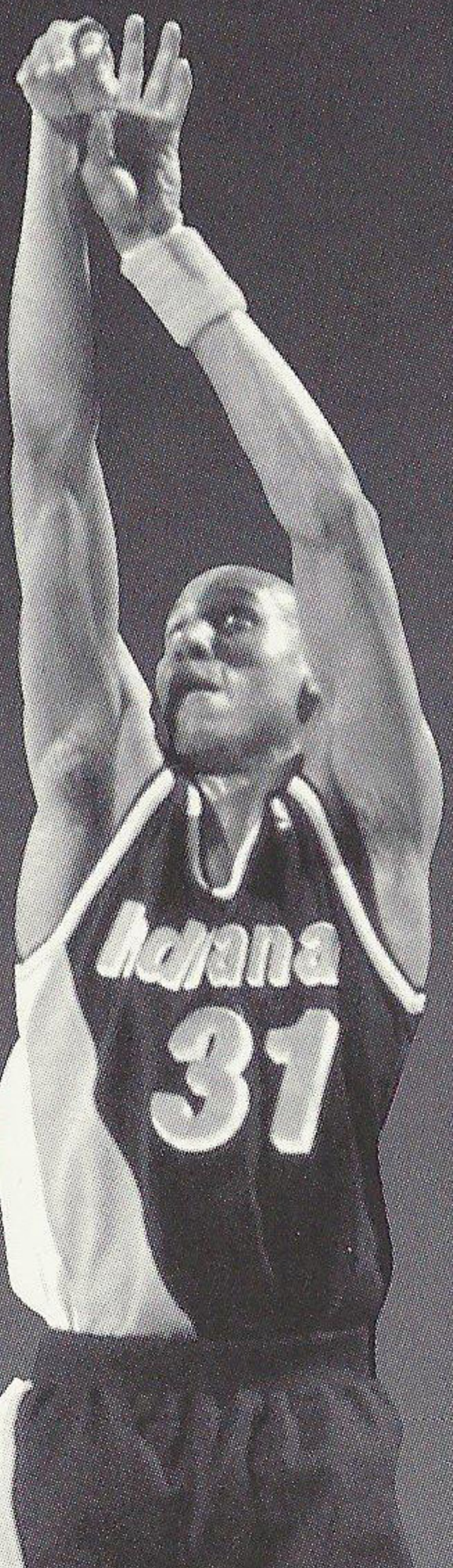
Important: Your Sega Saturn™ CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn™ system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.

STARTING UP

Press any BUTTON to advance to the Main Menu, featuring these choices: **START GAME**, **CHOOSE PLAYER NUMBER** , and **OPTIONS**. To make your selection, highlight it and press the **START BUTTON**.

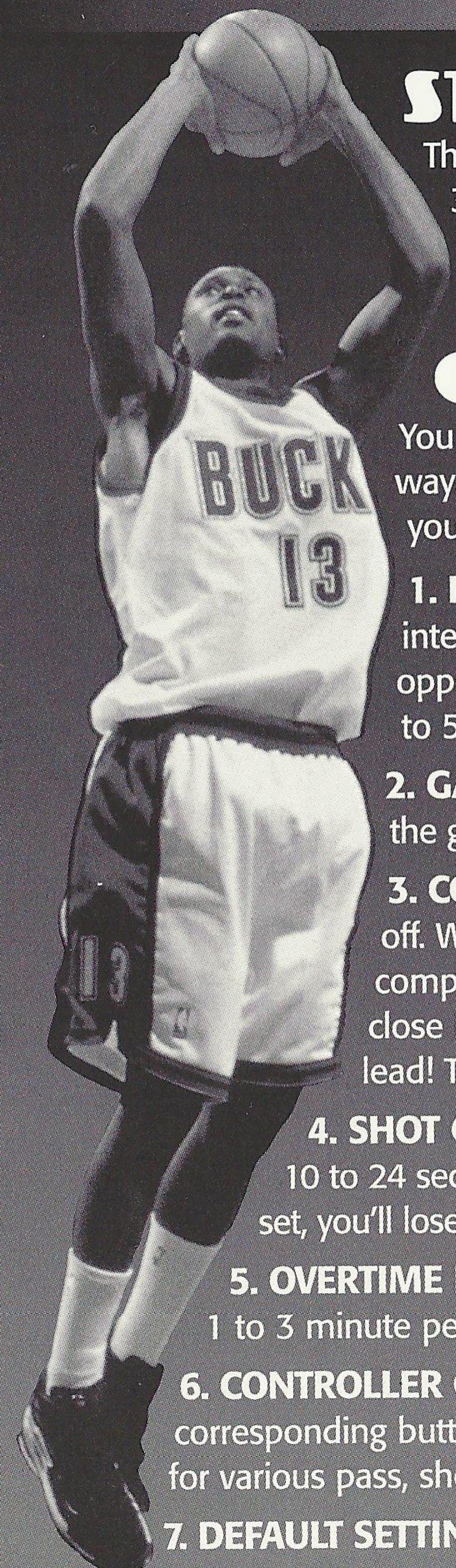
CHOOSE PLAYER NUMBER

This choice lets you choose which player you will control. Players can play as teammates or opponents, depending on which player they chose to control. Players 1 and 2 are always on one team, while players 3 and 4 are on the opposing team. You can control up to two players per team. There are two basic play modes:



1 TO 4 PLAYER PRACTICE: If you don't input your initials (see Password), up to 4 players can compete in a practice game. Results will not count toward Tournament play. One or two players can play as teammates against a random computer opponent, or 2 or more players can select their teams and play as opponents.

1 OR 2 PLAYER TOURNAMENTS: 1 or 2 players play as teammates against 29 opposing teams! If you manage to beat 20 of them, you'll enter a 20 second SHOOT-OUT, a bonus level that allows you to gain points by hitting shots from all over the court. Then your season continues, and with luck you'll make it to the Semi-finals, a tough best-of-5 elimination contest that will leave only two teams standing. If you make it through that minefield, you'll enjoy another shoot-out period, this time for 30 seconds. Then it's down to the final showdown: a best-of-7 battle for the championship!



START GAME

This is where the action begins! Tons of 3D fun are at hand, no matter how many are playing! The game begins with a Password Screen (see Password).

OPTIONS

You can set up your game in a variety of ways to make for the wildest court action you can imagine!

1. DRONE DIFFICULTY: The competitive intelligence of your computer controlled opponents may be set from 1 (extra easy) to 5 (extra smart).

2. GAME TIMER SPEED: Set the speed of the game clock, from Slowest(1) to Fastest (5).

3. COMPUTER ASSISTANCE: Set on or off. When on, this option button will cause the computer to make sure that games remain close by cooling off any team that gets too big a lead! Turn off to give both teams a "fair shake".

4. SHOT CLOCK LENGTH: Set the shot clock from 10 to 24 seconds. If you don't get a shot off in the time set, you'll lose possession of the ball.

5. OVERTIME LENGTH: Set the length of overtime, from 1 to 3 minute periods.

6. CONTROLLER CONFIGURATION: Press the corresponding button to set up the buttons on your controller for various pass, shoot, and turbo options.

7. DEFAULT SETTINGS: Resets options to default values.

8. SOUND OPTIONS: Select this to turn various sound controls ON or OFF and to set volumes.

9. RETURN TO MAIN MENU

SAVING GAMES

If you input your initials and birth date to save your record (see Password), stats and settings are automatically saved after a complete game.

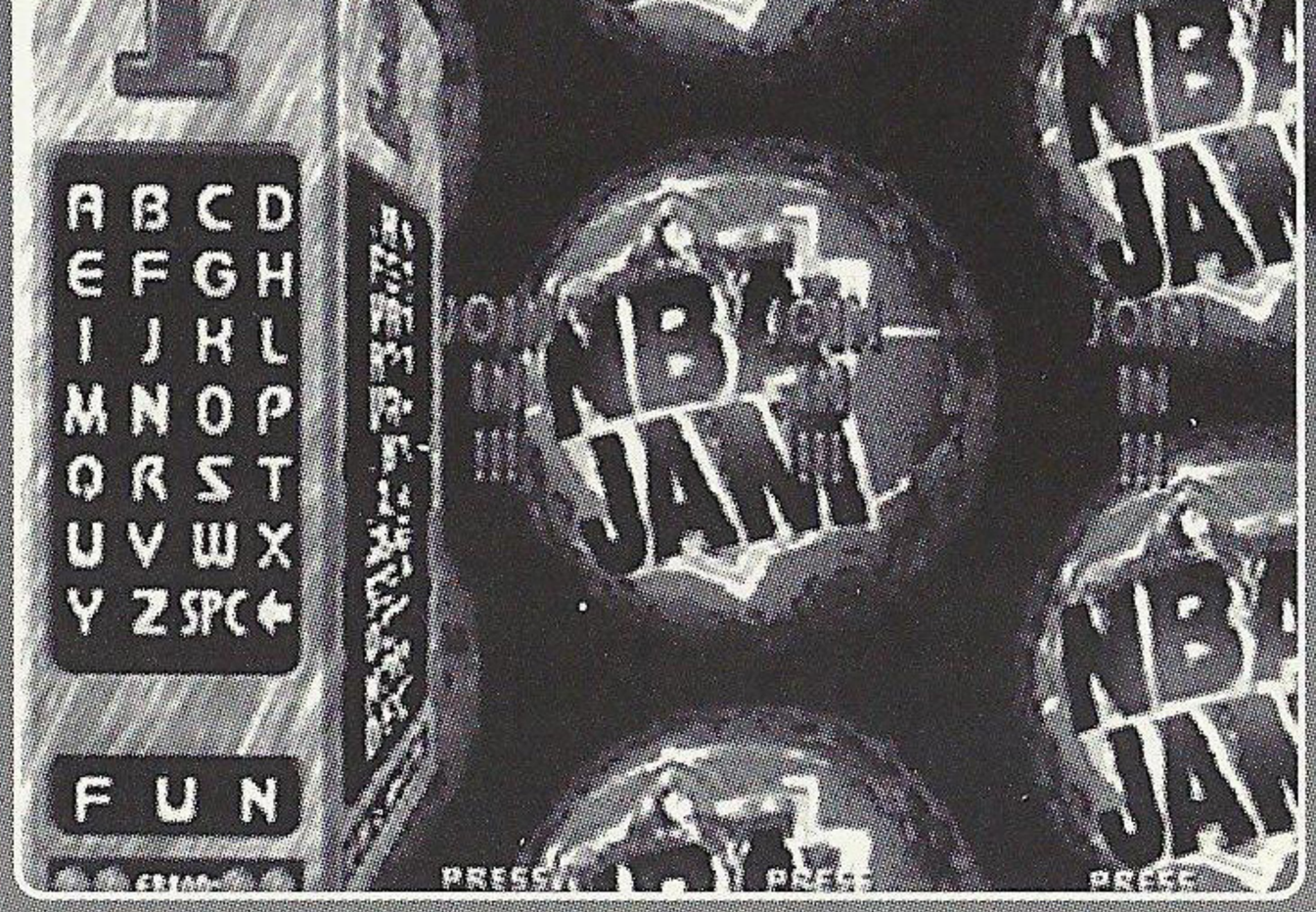
NBA JAM EXTREME stores records and stats for up to 32 different players! If you plugged in a Sega™ Memory Cartridge before start up, your records will automatically be saved to the Cartridge. Otherwise, your records will be saved directly to the internal memory. At some point, you may wish to erase a record to make room for a new one, or to copy records between the internal memory and a Memory Cartridge. To do so, you must access the Memory Management screen as described in your Saturn instruction booklet.

CAUTION: Do NOT remove the Memory Cartridge when your Saturn is turned on.

PASSWORD: ENTERING INITIALS

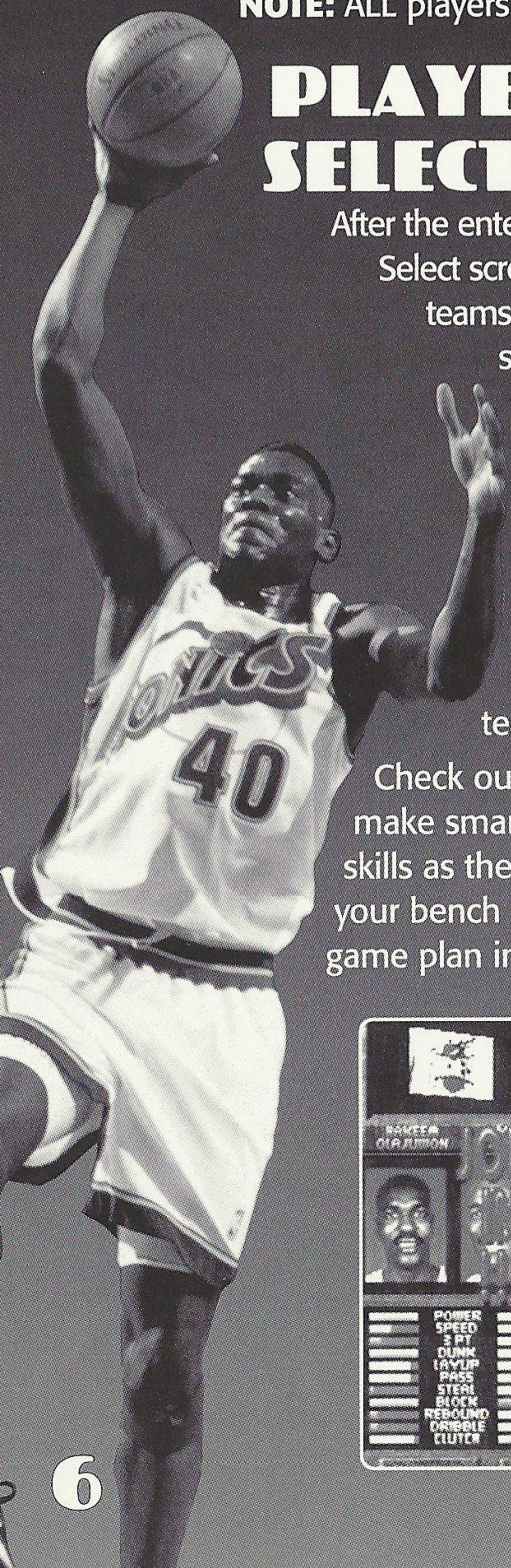
Before selecting your teams and players, you'll have a chance to enter your initials and birthdate for record keeping. This is the first step up the ladder to the championship!

- If you have previously entered initials, your previously saved stats will be loaded and you will then go to the next game in the schedule.



- If you wish to play a practice game (no stats will be saved), don't enter any initials. No stats will be loaded, and you'll go to the Team Select screen. In a 1 player game, the computer will randomly select an opposing team.

NOTE: ALL players must press **START** to join the action!

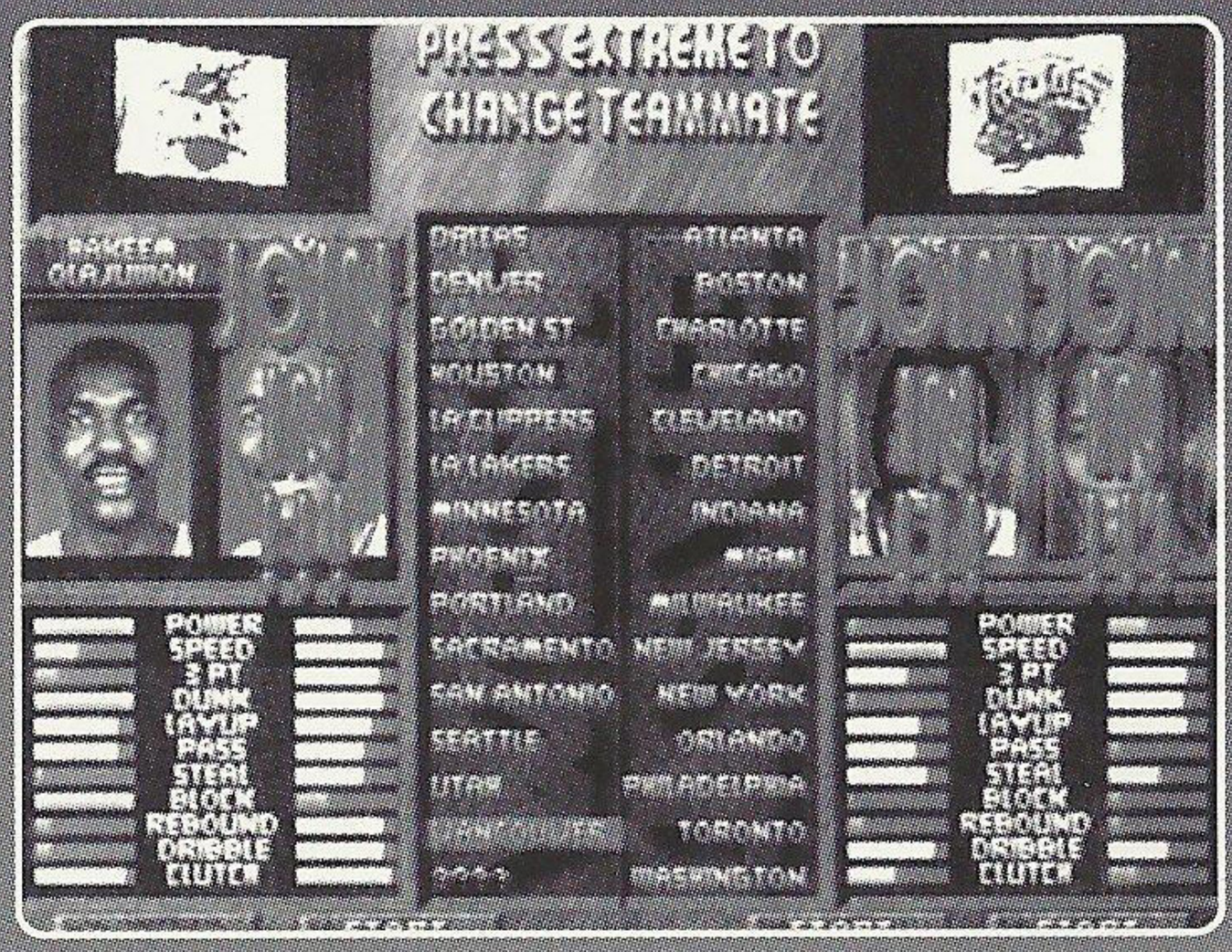


PLAYER/TEAM SELECT

After the enter initials screen, you'll see the Team Select screen. Use the **D-PAD** to toggle through teams. Then follow on-screen instructions to select 2 players from among the 6 featured players on your team, and to choose which one you want to control. The player select screen is also where you substitute players between quarters.

Opposing teams are selected by the computer. If you've entered initials, the computer will select the next team in Tournament play.

Check out the player attributes carefully to make smart choices. You'll want a good mix of skills as the game begins, and keep an eye on your bench talent, too. This is where you set your game plan in motion!



PLAYER ATTRIBUTES

Each player is rated in several fundamental skill/attribute categories.

POWER: Measures the size and strength of a player, and his resistance to abuse

SPEED: How fast a player moves

3 PT: How well he shoots from "downtown"

DUNK: How well a player slams the jams.

LAY-UP: How well a player executes a lay-up

PASSING: How accurately a player passes

STEAL: How good the player is at stripping the ball from an opponent

BLOCK: How well a player blocks shots

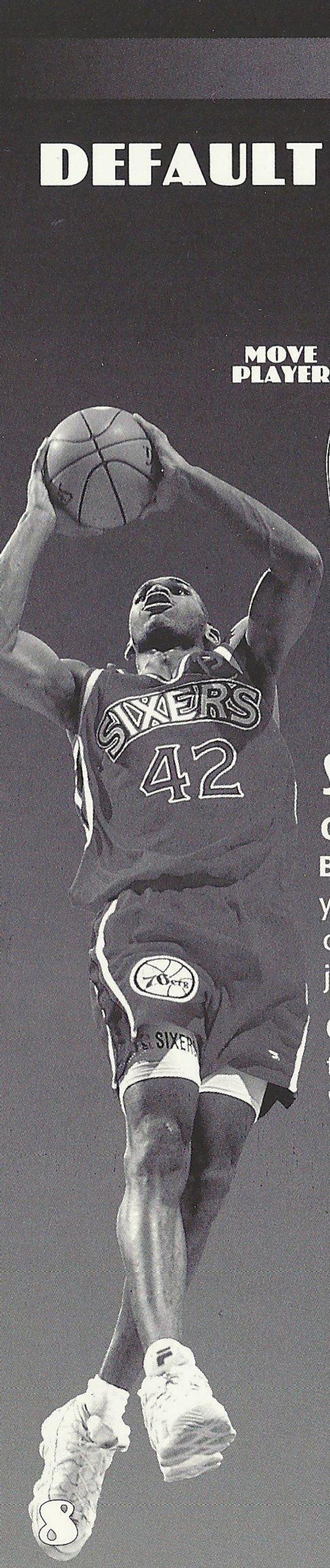
REBOUND: How well a player recovers missed shots and loose balls

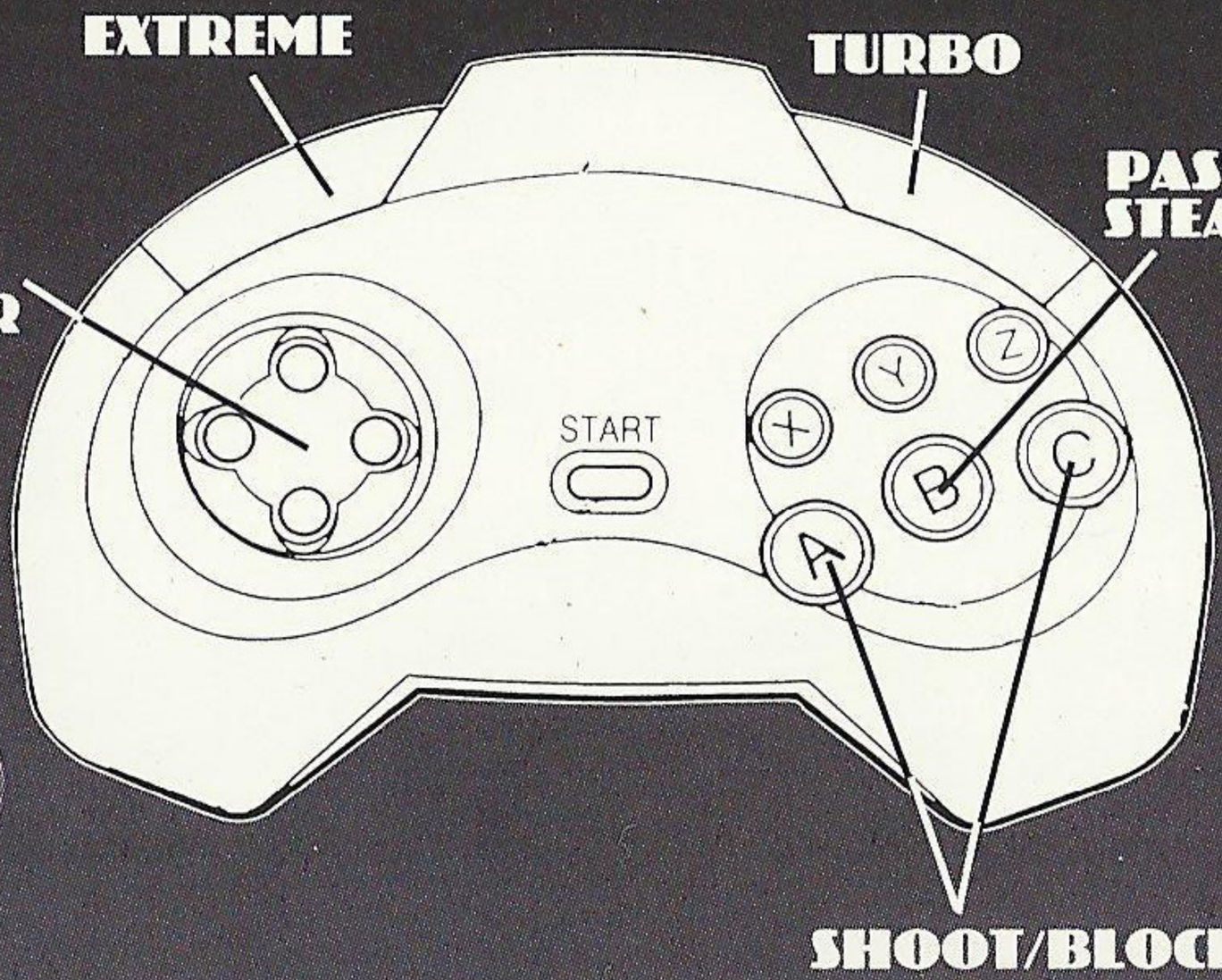
DRIBBLING: How well a player dribbles helps determine his ball control

CLUTCH: How well a player executes down the stretch

Once you've selected your team and team members, it's time to show what you can do! Master the controls and apply a little muscle and it's on to the championship!

DEFAULT CONTROLS





SHOOT/BLOCK

ON OFFENSE: press and hold the **A or C BUTTON** to shoot, and release it at the top of your arc for a sweet shot. Try it with the Turbo or Extreme buttons to execute the wildest jams in the backboard jungle!

ON DEFENSE, press the **A or C BUTTON** to block shots and rob opponents of "sure thing" shots.

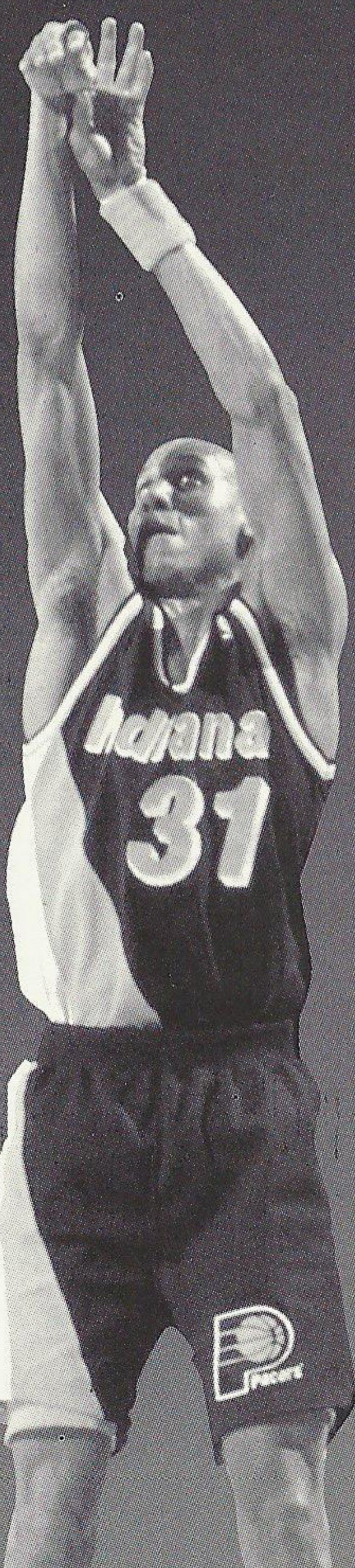
PASS/STEAL

ON OFFENSE: If you have the ball, press the **B BUTTON** to pass to your teammate. If your CPU teammate has the ball, press the **B BUTTON** to have him pass to you. If your human teammate has the ball, the **B BUTTON** does nothing. Try it with Turbo for an extra-fast pass, or with Extreme to charge.

NOTE: A CPU teammate will not pass to you while you're using Turbo.

ON DEFENSE: Press the **B BUTTON** to attempt a steal from an opponent who has the ball.

ON BOTH OFFENSE and **DEFENSE**, when you don't have the ball, press B + Turbo to give opponents a SHOVE they won't forget, or B + Extreme to DIVE for the ball!"

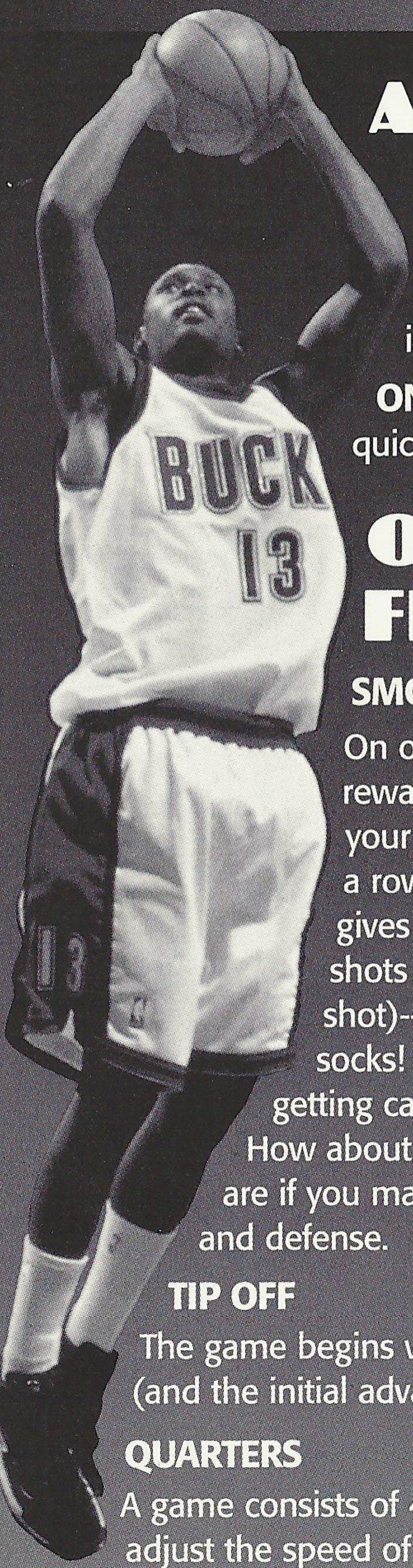


TURBO

This **(RIGHT SHIFT BUTTON)** is the juice button! Pressing it will make your player run faster, jump higher, shoot better, pass better--as long as his Turbo power lasts! The amount of Turbo available is shown by a meter below the player's name. When in use, the player leaves burning footprints behind.

EXTREME

This **(LEFT SHIFT BUTTON)** is Turbo on steroids! / Turbo with vitamins! Extreme power gives you that boost over the edge that means crunch time for your opponents! Using Extreme takes twice as much energy out of your turbo meter, but the slammin' jams are worth it!



ADVANCED MOVES

HEADFAKE: Tap SHOOT when you pull up for a jumper and fake your opponent into jumping too soon!

ON YOUR FEET: Tap PASS to get back up quickly after a knockdown!

OTHER GAME FEATURES

SMOKIN'

On offense and defense, consistency has big rewards! Shoot three baskets in a row without your opponent scoring, or block two shots in a row, and you'll be Smokin'! On offense, this gives you permanent Turbo for the next three shots (or until the opposing team makes a shot)-- you'll be pullin' crazy jams out of your socks! On defense, you can goaltend without getting called for it. Wanna pull off the ultimate? How about being **Unstoppable?** That's what you are if you manage to get Smokin' on both offense and defense.

TIP OFF

The game begins with a tip off. To gain control of the ball (and the initial advantage), rapidly press the A BUTTON.

QUARTERS

A game consists of 4 quarters of 3 minutes each. You can adjust the speed of quarters in the Game Timer option.

TIMERS

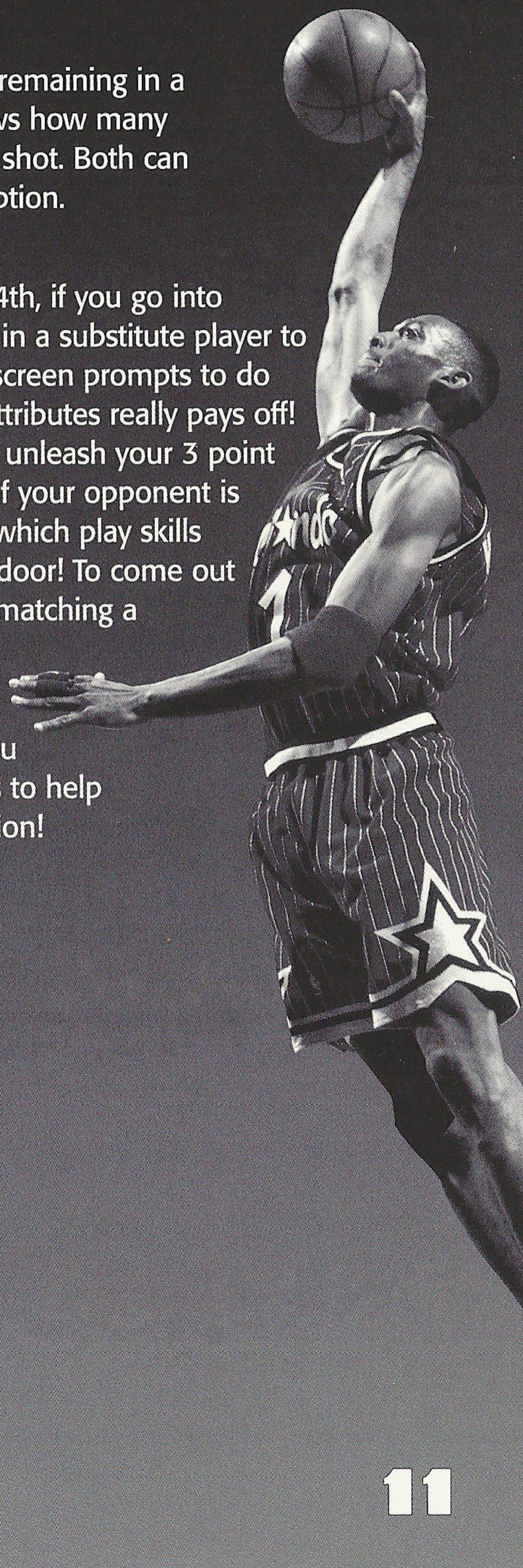
Timers show the amount of time remaining in a quarter, while the shot clock shows how many seconds you have left to get off a shot. Both can be adjusted in the Game Timer option.

SUBSTITUTIONS

After each quarter (including the 4th, if you go into overtime), you may wish to bring in a substitute player to replace a current one. Follow on screen prompts to do so. This is where a keen eye for attributes really pays off! If you're trailing, you may want to unleash your 3 point wizards to get back in the game. If your opponent is staging a comeback, think about which play skills might check his ambitions at the door! To come out on top, the name of the game is matching a player's skill set to the situation!

COACHING TIPS

After the 1st and 2nd quarters, you will receive valuable coaching tips to help you improve your play. Pay attention!



TEAMS

NBA WESTERN CONFERENCE

DALLAS MAVERICKS

DENVER NUGGETS

GOLDEN STATE WARRIORS

ROCKETS

LOS ANGELES CLIPPERS

LOS ANGELES LAKERS

MINNESOTA TIMBERWOLVES

PHOENIX SUNS

BLAZERS

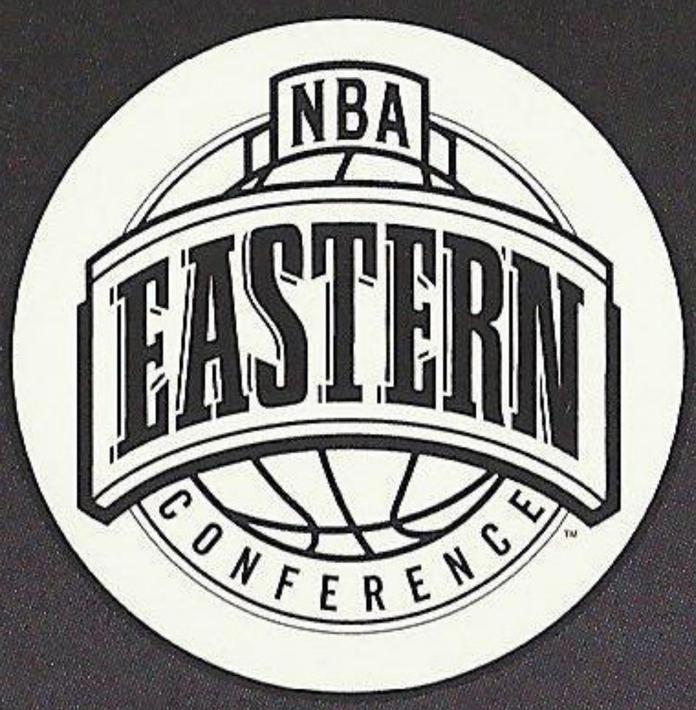
SACRAMENTO KINGS

SAN ANTONIO SPURS

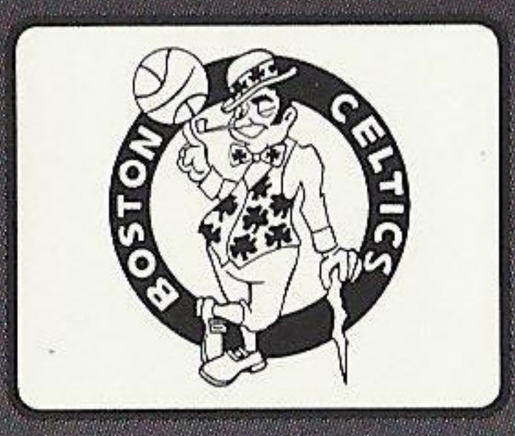
SEATTLE SONICS

UTAH JAZZ

VANCOUVER GRIZZLIES

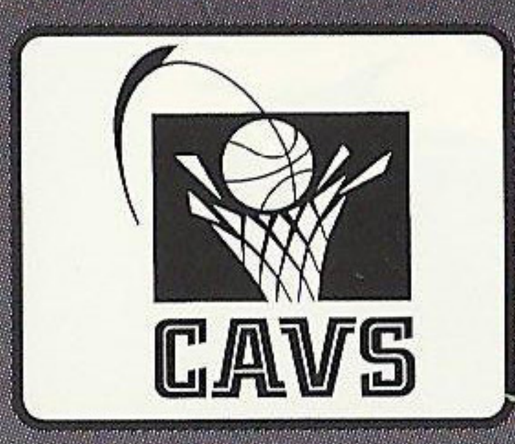

NBA
EASTERN
CONFERENCE

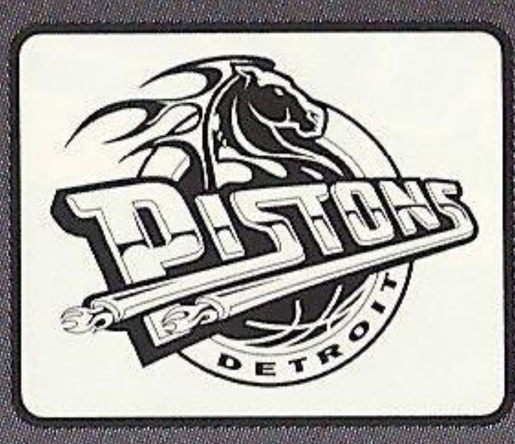
ATLANTA HAWKS

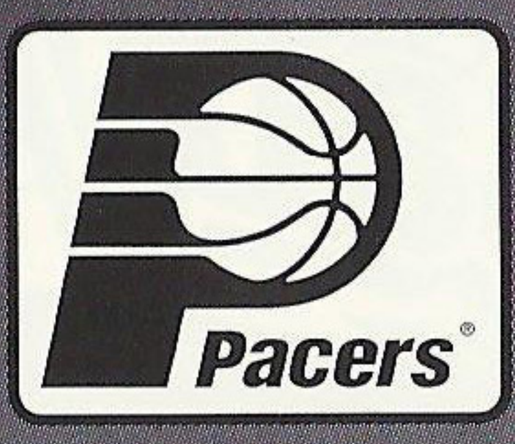

BOSTON CELTICS

CHARLOTTE
HORNETS

CHICAGO
BULLS

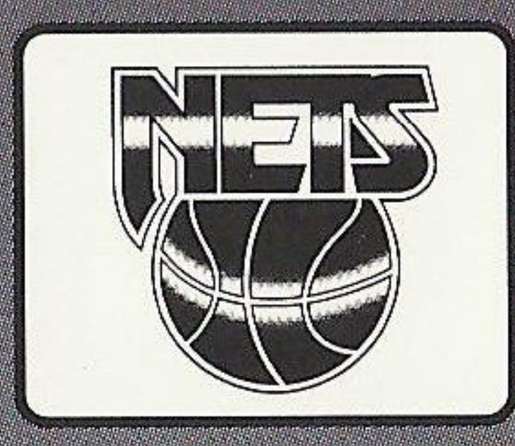

CAVS


PISTONS
DETROIT


Pacers

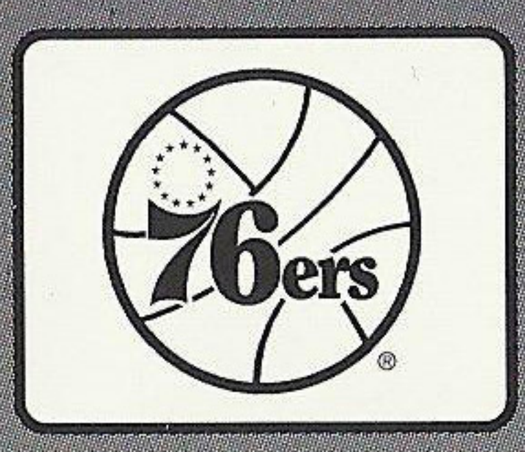
MIAMI
HEAT

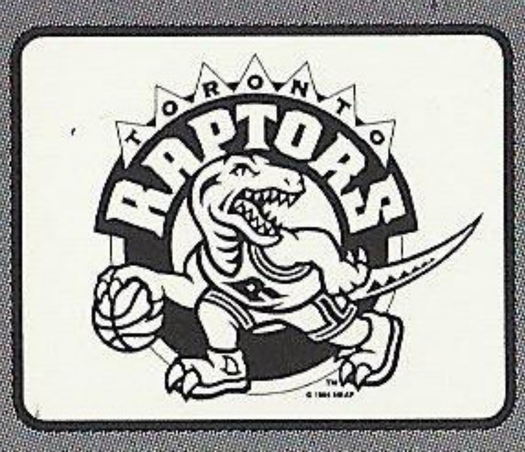
MILWAUKEE
BUCKS

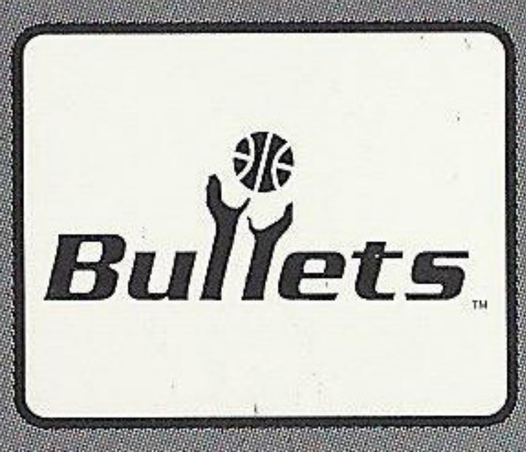

NETS

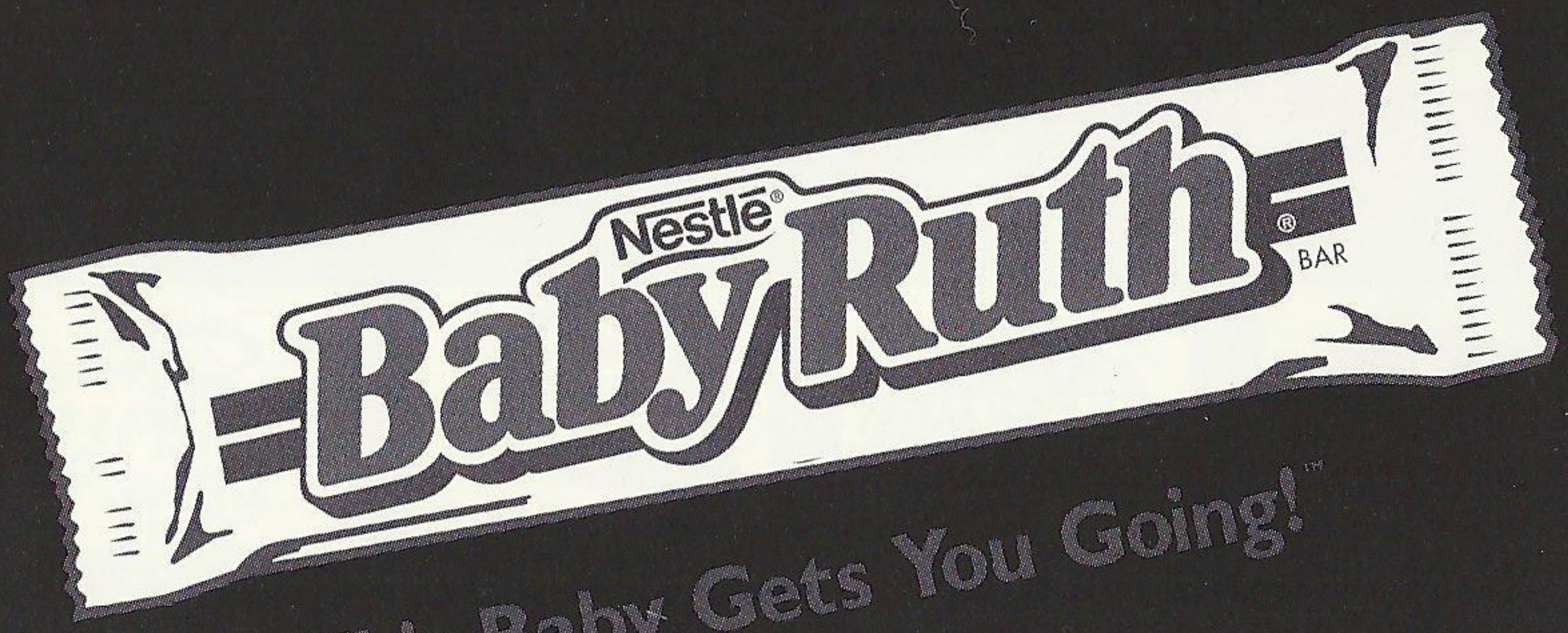
NEW YORK
KNICKS

Orlando
Magic

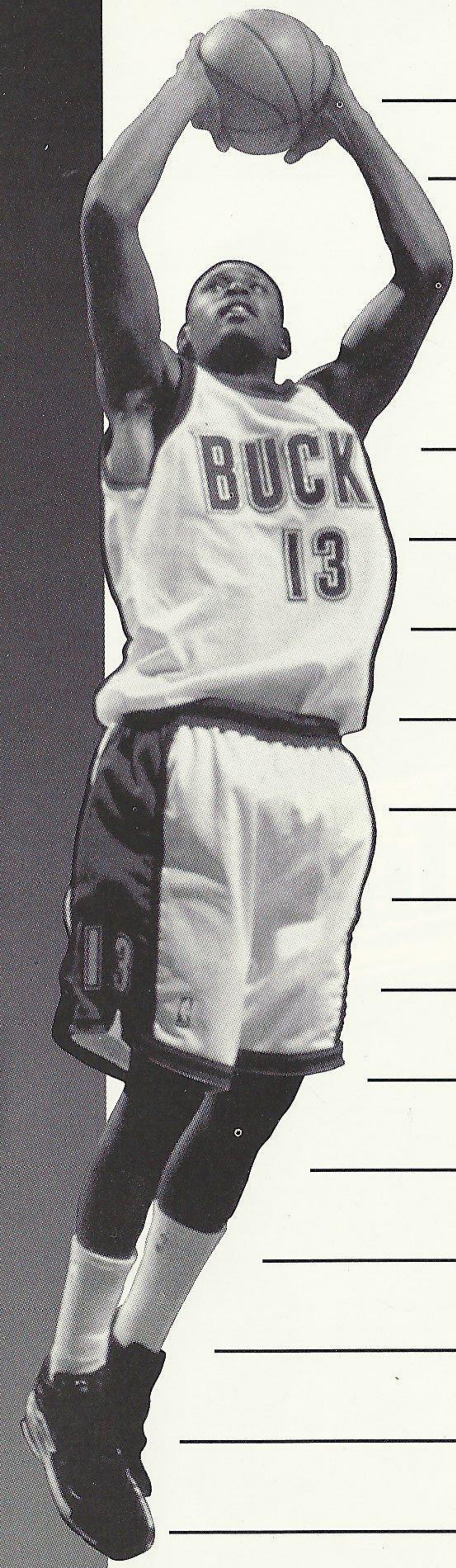

76ers


TORONTO
RAPTORS


Bullets


Nestlé
Baby Ruth
BAR
This Baby Gets You Going!™

Adrana
31


BUCK
13

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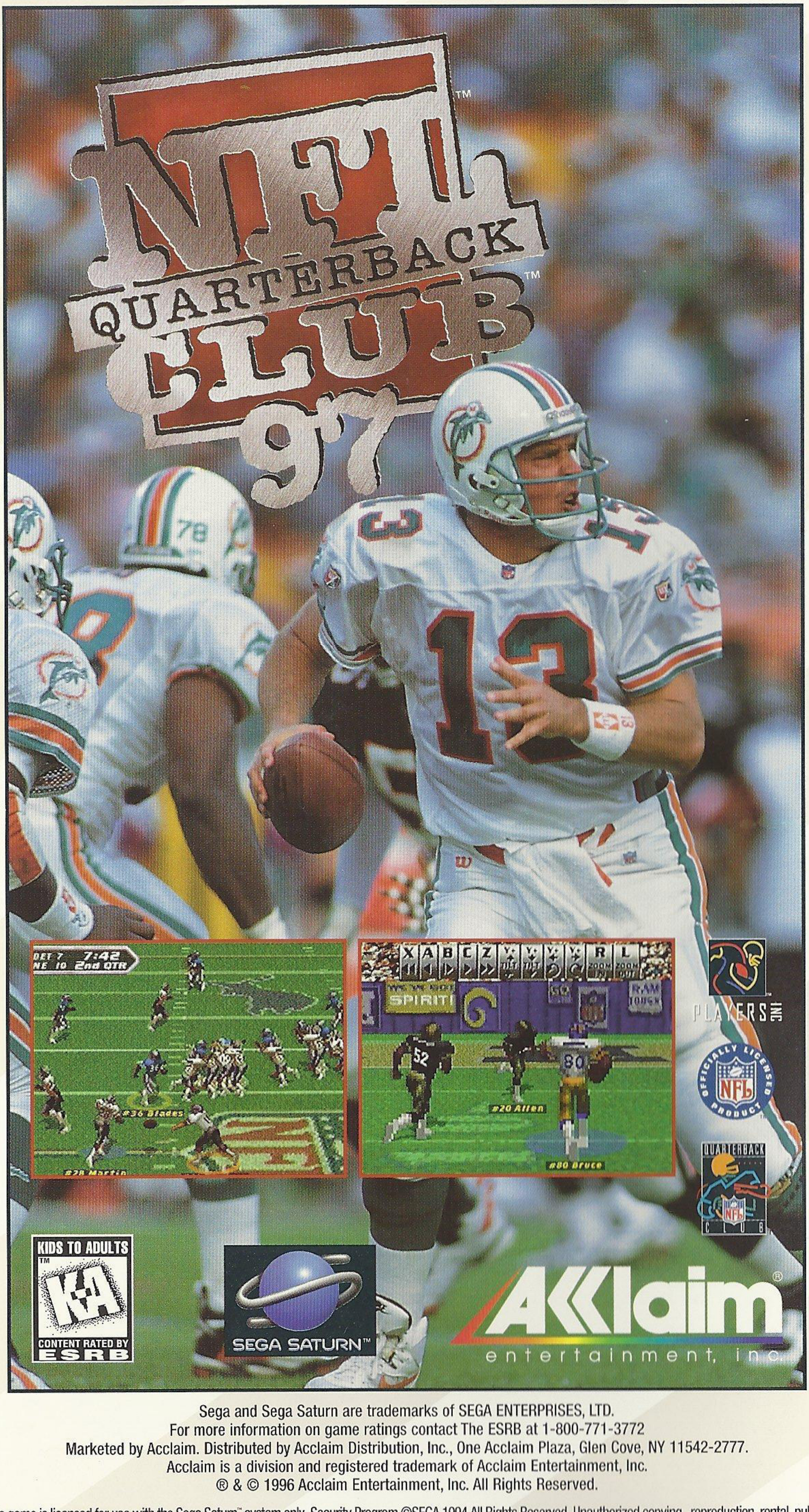
Patents: U.S. #'s 4,442,486/4,454,594/4,462,076/5,371,792; Europe # 80244;
Canada #'s 1,183,276; Hong Kong # 88-4302; Singapore # 88-155; U.K. # 1,535,999.



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